

# Fallout 3

SKILL BOBBLEHEADS LOCATIONS (PDF)

by vhayste®



Contact: [Vhayste@gmail.com](mailto:Vhayste@gmail.com)

For latest updates and releases: <http://vhayste01.blogspot.com>

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## Quick Facts

*What are bobbleheads and what is their significance in the game?*

Bobbleheads are collectibles that adds a permanent bonus to your specific skill or S.P.E.C.I.A.L attribute. There are 20 of them scattered throughout the fallout world. Some are quite easy to acquire, others... well, you will need to fight through hordes of enemies before reaching them. If you have acquired the keys to your house in Megaton (by disarming the bomb), there is a pedestal there where you can display all your prized bobbleheads. Collecting all bobbleheads will also reward you an achievement or trophy.

*What are the skills needed to acquire them?*

Aside from good shooting and tactical skills, you should have at least 50-75 Science and Lockpicking skills. Most of the good stuff are locked behind doors that can only be lockpicked or opened by hacking computer terminals. You will also have access to additional ammo, weapons and supplies if you have high Science and Lockpicking skills.

*If I displayed them in the pedestal in my house, will the bonus stats be removed?*

No, the bonuses are permanent. They're just displayed to help you keep track how many bobbleheads you need to collect, and of course, serve as bragging rights.

## Using this Guide

This guide will just list the general directions and how to access the locations of the bobbleheads. Exploration is still an integral yet the most enjoyable part of the game so I'll leave the item exploration for the players. I will also make a quick rundown of the notable items that you should obtain (like skill books and special weapons) If you have problems finding a specific location, you may consult the detailed map of the Capital Wasteland [here](#). Note that S.P.E.C.I.A.L bobbleheads will always give an additional point to an attribute while skill bobbleheads add +10 points to a specific skill. Remember that you can concentrate getting the bobbleheads at your own pace. I suggest taking the easier ones first like the Strength and Repair bobbleheads for example.

## BARTER

Location: Evergreen Mills, Bazaar

Finding: Average

Obtaining: Very Hard

You can locate the mills by going east from Smith Casey's Garage which is also part of the main storyline. You can jump off from the outcroppings to reach it.

You will need to fight your way through this raider stronghold to reach this bobblehead deep inside the mills. This is also where one of those hulking super mutant behemoths is located. It is enclosed inside a giant electrified pen. Fortunately, you can use the highlands surrounding the mills to your advantage. If you have a sniper rifle, you can get pick off the guards one by one from a distance. You can use the ramps inside the compound to lob grenades at the behemoth to kill it inside its pen. Make sure to visit the southern shack to obtain *U.S. Army: 30 Handy Flamethrower Recipes* skill book, as well as a Missile Launcher and a Flamer (raider drop)

Once you cleared the guards outside, head inside the mills and clear it out as well. Check out the rooms upstairs (there is a *Fat Man* located behind the locked door and a *Nuka-Grenade* by the workbench) before taking the door leading to the bazaar.

Clear the bazaar as well and find a small path leading to a shop. Smiling Jack is the only non-hostile person here which you can trade with. Alternatively, you can just kill him to obtain his shop key and the unique (and powerful) shotgun aptly named The Terrible Shotgun. After getting the loot, find another small path leading to a workbench. The bobblehead we are hunting is located in the top-left corner of the shelf. You need to get behind the counter to reach it.



## BIG GUNS

Location: Fort Constantine, CO Quarters

Finding: Hard

Obtaining: Easy

This former military installation is located in the northeastern portion of the map. From the top-left corner of the map, count 5 grids to the right, then 1 grid down. It is located between SatCom Array NW-05a and SatCom Array NN-03d. Enter the quarters which is located near the gates. Go downstairs to find an opened safe with the Bobblehead in it. The heavy door in the basement and further doors inside it requires a set of special keys which can be obtained by killing certain characters as part of the "You gotta shoot them in the head" quest that can be activated from Mr. Crowley from the Underworld. The quarters contain *Chinese Army: Special Ops Training Manual* and *Guns and Bullets* skill books. There is a also a Nuka-Cola Quantum in the kitchen as well. There is two prewar books as well, random guns from the gun cabinet and a stealth boy near the safe.



## ENERGY WEAPONS

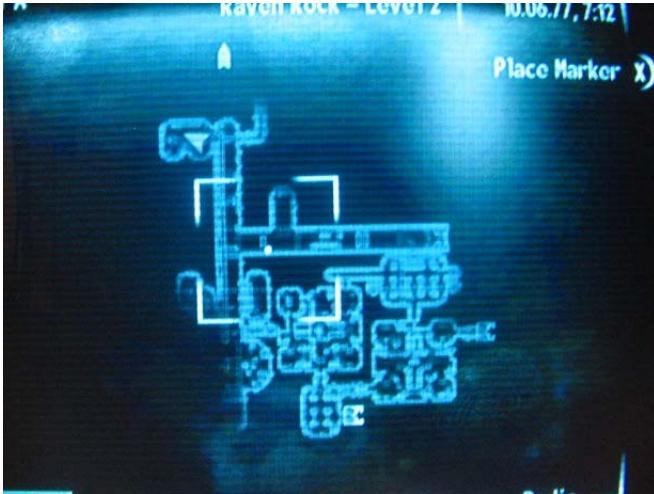
**Location:** Colonel Autumn's room

**Finding:** Average

**Obtaining:** Average

You'll only have the chance to get this bobblehead after the being captured in Vault 87 (as part of the story). This is entirely missable so make sure to grab it when you have the chance. You can get this BEFORE meeting the President. If you go through the president's location without getting this, you won't be able to open the door behind you.

One good thing to remember is that you'll need to go through the War Room on your way to the president's room. The war room is the large circular room with a simulation pedestal in the middle. ACROSS the door leading to the War Room is another room that contains several crates behind a laser barrier. Upon entry, look at the table to the right, beside the lockers. You should immediately see the bobblehead on the table.



## EXPLOSIVES

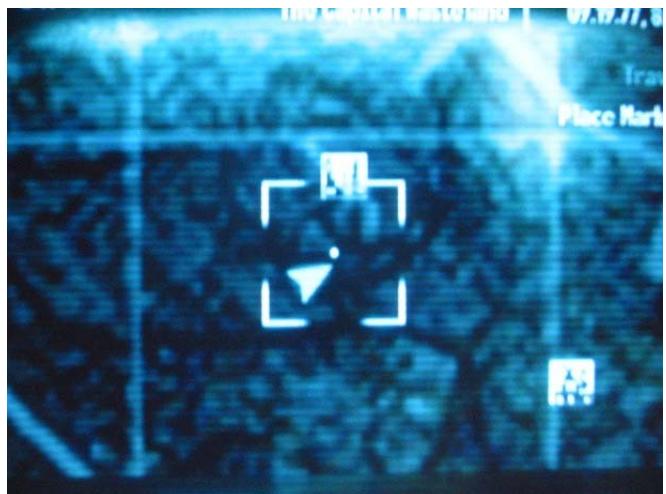
**Location:** WKML Broadcast Station

**Finding:** Hard

**Obtaining:** Very Easy

Finding the station isn't that hard and can be found near several "minor" locations. The major landmark should get you started is Paradise Falls; head northwest. You may come across with two minor locations "The Silver Lining Drive-in" and "Drowned Devil's Crossing". Exact coordinates (from the top left) is 5R, 5D. It should be pretty easy to find since it has three towers.

The bobblehead is NOT in the station itself but inside the cistern behind the station. Climb up the stairs and jump off from the rocky outcropping behind the station. The drainage entrance is rather small and hard to spot so it's better to search for it during the day. Refer to the image below to know the exact location of the entrance.



There aren't any valuable items inside except the bobblehead so grab it and make your way out.

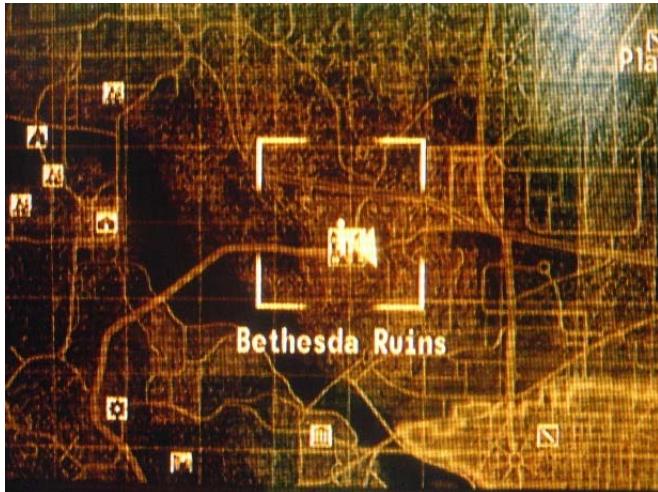
## LOCKPICK

**Location:** Bethesda Ruins

**Finding:** Average

**Obtaining:** Average

Bethesda Ruins is just east of Big Town, across the river. Fortunately, it is near the main road so you should spot it immediately. It is within the same gridline as Super Duper Mart so you can use it as a landmark. Just head north from Super Duper Mart. This is a haven of a bunch of raiders so make sure to scout the area first and take them out one by one. Watch out for the snipers located in elevated areas, especially the little footbridge connecting the two buildings. Upon reaching the ruins, you should find two buildings. The bobblehead is located to the eastern building. Just go up the collapsed floor, then enter the room with a flamer raider and a turret. After clearing the building, you should find the bobblehead, sitting proudly on the table by the safe.



A few valuable items are located here as well. A *Mini-Nuke* and *Chinese Army: Special Ops Training Manual* can be found in the east office. The flamer raider drops a *U.S. Army: 30 Handy Flamethrower Recipes* skill book. The raider here respawns every 74 hours so you can have an infinite amount of this particular skill book as well as flamers. The western office has two *Stealth Boys*, a *Pre-War Book*, a *Mini-Nuke*, *Big Book of Science* and *Dean's Electronics*. There is a nearby tunnel, just in front of the eastern office called Bethesda Underworks. It is an enclosed tunnel with valuable loots like *Tales of a Junktown Jerky Vendor*, *Grognak the Barbarian*, *Mini Nuke*, *Stealth Boy* and *Nuka-Cola Quantum*.

## MEDICINE

Location: Vault 101

Finding: Very Easy

Obtaining: Very Easy

This is the very first bobblehead you can get as you start your game. Before heading out of your dad's clinic to attend G.O.A.T, examine the table on your dad's office to find it.

## MELEE

Location: Dunwich Building

Finding: Average

Obtaining: Hard

This building is probably one of the most dreadful places in the Capital Wasteland. It is infested with ghouls, even with the flashlight on, the surrounding is so dark and the floors have holes. Ghouls are easy to kill but they can surprise you when they suddenly appear out of nowhere. Dunwich Building is situated in the southwest corner of the map. It is within the same gridline as the Tenpenny Tower so you can simply just head straight west to find this building. Gidershade is also another landmark. The Dunwich Building is located directly south of Gidershade.

Once inside, you can scour the area for healing items and ammo (don't examine those terminals with rotating antenna-like fixtures attached to them - these are explosive traps). The bobblehead is located in the lower levels so you'll need to make your way down. There aren't that many valuable items here except for the *Dean's Electronics* skill book located inside the maintenance room along the lighted corridor in Forsaken Dunwich Ruins. Jaime's personal holographs are scattered around here but they don't hold any significance in the story whatsoever. Make your way to the Virulent Chambers. (You may kill the ghoulified Jaime along with other ferals inside the cavern). Just follow the corridor leading to the next exit and you should find the bobblehead on the floor, along with some tin cans and empty Nuka-Cola bottles.



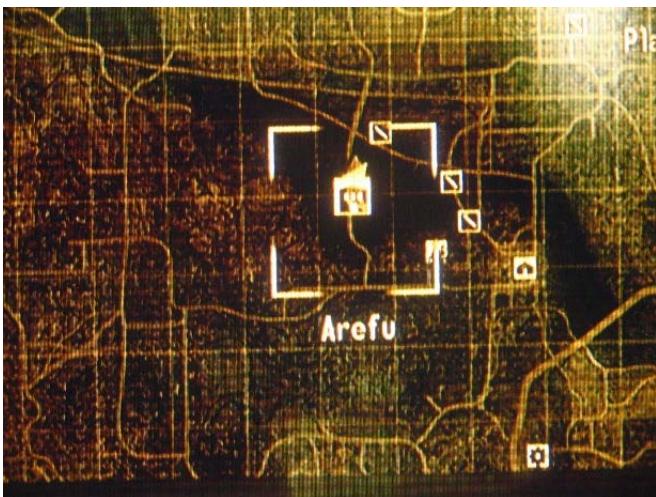
## REPAIR

Location: Arefu, Evan King's house

Finding: Easy

Obtaining: Average

This is the only marked settlement that can be found over the ruined flyover so it can't be missed. This is the location that will be marked on your map if you decide to initiate the Blood Ties sidequest by talking to Lucy that frequents Moriarty's Saloon back in Megaton. You should have a lockpicking skill of at least 50 before you can attempt to barge in and grab the bobblehead. It is located on the table near the door so you will see it immediately.



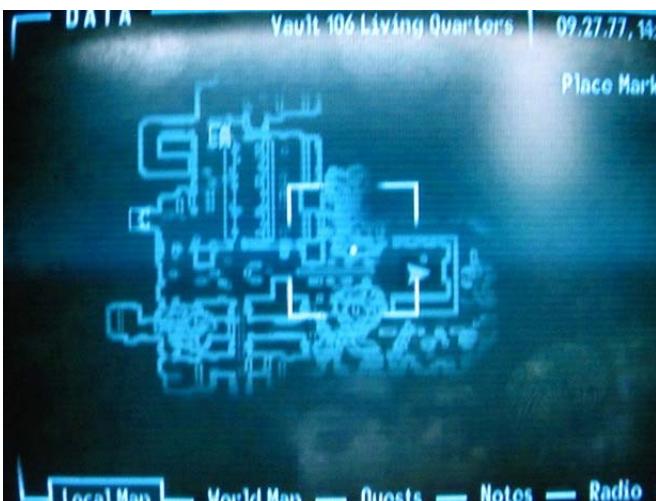
## SCIENCE

Location: Vault 106

Finding: Easy

Obtaining: Average

Vault 106 is south of Arefu or Fordham Flash Memorial Field, one of the locations that will be marked in your map during the Blood Ties sidequest. It is directly south of the ruins of Kaelyn's Bread and Breakfast. This is a pretty large place and the enemies are all drugged survivors. The bobblehead is located in the Living Quarters, east side. There is only one path leading to the room where it is found and you should find the bobblehead immediately, in the shelf in front of you as you enter the room.



## SMALL GUNS

Location: National Guard Depot

Finding: Average

Obtaining: Average/Hard (depending on level, equipment, perks and skill)

This area is swarming with robots so having pulse grenades or mines can help you a lot in getting through this place. The bobblehead is located inside the armory which you can only access after restoring the power. This area is divided into four areas, each with valuable items.

The Depot has Nikola Tesla And You and 2 Pre-War Books, the Training Wing contains some weapons and ammo, as well as Tales of a Junktown Jerky Vendor and Pre-War Book. The Offices hold Duck and Cover!, 4 Pre-War Books and a Stealth Boy. Finally, the armory has a myriad of apparels, ammo, items and weapons. Behind the large door is the unique Fat Man and most powerful weapon in the game, the MIRV. If you have all the Keller Family transcripts (which is awfully scattered in Capital Wasteland) then you can examine the console to open it. Otherwise, you may use this easy and time-saving [glitch](#) to open it.



To restore power, you must find the electrical switch in the Depot. However, since it can only be accessed from the inside, you must go through the linear path through the Training Wing, Offices before finding the last door leading to back to the Depot. Don't jump off upon exit but examine the walls first. You should find the lone switch there. Examine it and you should here some warning sirens. Jump to the ground floor to find the armory door open. Examine another switch to open the heavy trap door, go downstairs and grab your reward.



## SNEAK

**Location:** Yao Guai

**Finding:** Average

**Obtaining:** Easy/ Average (easy if you have the Animal Friend perk)

The cave is located in the westernmost edge of the map, northwest from Smith Casey's Garage. From the bottom left corner of your map, count 6 grids up and put a marker there in case you haven't discovered any nearby locations yet. You should know how aggressive and powerful Yao Guias are. The tunnel is small and straightforward so you can just go all in (with lots of recovery items and good conditioned assault weapons). Follow the path until you reach a four way intersection. The upper and right rooms contain a handful of loot. To find the bobblehead, go left, follow the only path that leads to the Den. Clear the area along the way. The bobblehead is sitting on top of a metal box, right before the pond with dead settlers. If you are accessing this cave later in the game, an enclave outpost may be located in the hill in front of the cave entrance.

As for the loot, there aren't that many here. There is a pre-war book on the table near the entrance, a Nuka-Cola Quantum that should be visible on your way to the Den, and a Grognak the Barbarian skill book on the ledge with a dead raider on your way out. (Taking the alternate exit of the den)



## SPEECH

Location: Paradise Falls

Finding: Easy

Obtaining: Easy

Paradise Falls is located west of Germantown Police HQ. You shouldn't have any issues finding it since it is the only place in Capital Wasteland that has a towering statue. To locate it easily, open your map and look for the only "square" spot in the upper-middle part of the map. The left side is where Paradise Falls is located.

Entering Paradise Falls is quite easy for evil characters. Anybody else must shell out 500 caps to gain entry. Once inside, head to the slaver leader's abode called Eulogy's Pad. The bobblehead is located on top of the table in the first floor, near the terminal. There are also some Nuka-Cola at the back of the stairs so don't forget to grab them as well.



## UNARMED

Location: Rockopolis

Finding: Average

Obtaining: Very Easy

Rockopolis is located direct west of Smith Casey's garage. The entrance is not that obvious so it's pretty easy to miss it. Your search will be a lot easier at night since you can see faint light emanating from the rocks, leading you to the entrance. If you search it by day, look for the decorated three and a rusted candlestand. This area is very, small. Look at the N-NW direction in your compass to find the bobblehead beside Argyle's body. If you tune in to GNR a lot, you should immediately recognize this ghoul.

